

in: [Adalwulf of Aedirn](#), [RPG](#), [Characters](#)

# Eishe of Vicovaro (TTRPG NPC)



EDIT



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**Eishe (pronounced I-Shay) Ulverson of Vicovaro, "The Lady of Steel",** or simply **Eishe**, was an Aedirnian born mage who had been kidnapped in her youth, enrolled in Gweison Haul, and ended up serving as a court mage in the Duchy of Vicovaro. She was an active member of the court until the empire turned on her forcing her to flee northward.

## Eishe Ulverson 'of Vicovaro'

### Aliases

- Eishe of Vicovaro
- The Lady of Steel

### Relatives

Ulverson Family

### Affiliation

- Gweison Haul (Formerly)
- Nilfgaardian Empire (Formerly)
- Vicovaro (Exiled)

### Occupation

- Former Court Mage for Vicovaro
- Oneiromancer

## Biographical information

### Marital status

Single

### Date of birth

- Year: 1121 AR
- Savaed: 3rd Savaed, 'Imbaelk'
- Month: February
- Day: 8th (Six days



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Imbaelk)	
<b>Place of birth</b>	<ul style="list-style-type: none"><li>• Region<ul style="list-style-type: none"><li>• The Continent</li></ul></li><li>• Realm<ul style="list-style-type: none"><li>• The Northern Kingdoms</li></ul></li><li>• Kingdom or Country<ul style="list-style-type: none"><li>• Aedirn</li></ul></li><li>• Village, Town or City<ul style="list-style-type: none"><li>• Hoarton</li></ul></li></ul>
Physical description	
<b>Species</b>	<ul style="list-style-type: none"><li>• Race<ul style="list-style-type: none"><li>• Human</li></ul></li><li>• Sub-Race<ul style="list-style-type: none"><li>• Magically Gifted/Affected Human AKA 'Mage'</li></ul></li></ul>
<b>Gender</b>	Female
<b>Height</b>	5'7"
<b>Weight</b>	120 lbs
<b>Eye color</b>	Stormy gray eyes
<b>Profession</b>	<ul style="list-style-type: none"><li>• Mage<ul style="list-style-type: none"><li>• Oneiromancer</li></ul></li></ul>
Stats <span>▼</span>	



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# Biography ✦

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## Early life (1121-1131) ✦

Born to a peasant couple of Ralluald and Ugga out of seven children out of which three turned out to be Sources, **Eishe** herself, her twin brother Adalwulf and their younger sister Arrah. Born as the third child just before her younger twin **Adalwulf** by a minute, six days after the start of the Imbolc Savaed and the holiday of Imbaelk. **Eishe** was the third born daughter of the peasant **Ralluald Ulvenson**, she was given a lucky token which she wore on her neck from her parents in hopes that she would grow up beautiful and lucky. For the most part **Eishe's** childhood was fairly normal until at the age of 4 when her father became cursed by a mage and suffered a major psychosis. **Ralluald** became violent, irrational and depressive.

## Eishe's brother is taken away by a witcher (1131) ✦

A ten year old **Eishe** was present when the Witcher came to claim **Adalwulf** because of **Ralluald's** promise. **Eishe** was completely distraught and tore at the Witcher in an attempt to try and save her brother. Her brother calmed her and told her everything would be well. **Ralluald's** relationship with his family was never the same after that. **Adalwulf** walked off with the witcher over the hill. Later that night **Eishe** manifested her powers for the first time telekinetically blasting a boulder in a cave where she had gone to vent her frustration.

## Brought to Gweison Haul (1136) ✦

April 23, Imbolc Savaed. While playing in a field with her younger sister **Arrah**, a deep reconnaissance Nilfgaardian scouting party happens upon her, not wanting any witnesses to their presence the scouts attempt to kill the girls with arrows, Arrah manifests her powers saving her sister, seeing such a powerful display from the young girl the scouts change their mind to kidnap **Arrah**. **Eishe** fearing losing another family member manifests her powers again paralyzing all the soldiers long enough for **Arrah** to get back to the village and for Ugga to rally the men. **Eishe** loses her grip on one of the soldiers and he knocks her out, the scouts decide to take Eishe instead and retreat back south. **Eishe** is forcibly enrolled at the Imperial Magic Academy or as it is called 'Gweison Haul', to learn to use her magic for the good of the Empire.

## Eishe's Tenure at Gweison Haul (1136-1156) ✦

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Eishe spends the next twenty years learning to control and regulate her magic under the strict guard and guide of the soldiers and mages of Gweison Haul, she is afforded bare living conditions and learns to put the good of the Empire before herself. Eishe was trained in the basics of spy work, and developed a skill with disguising herself. She maintained an iron will despite being forced to bend the knee to the Empire, making up for it with loyalty to the Emperor and her handlers. Eishe was assigned a mentor due to her usual level of willpower. Her mentor was a sorceress described by some as 'deceptive', who went by the name of **Corthiva Aep Gledhir** who wore the traditional clothes of the school mages, hated disrespect and who valued their word above all else. **Corthiva** had a hands on teaching style with Eishe,

ending up hurting one of Eische's closest friends while at the Academy a girl by the name of **Ervlee Skistam**.

## Eische undergoes the magical surgery to remove all her 'imperfections' (1137) ✦

During her first year, Eische underwent the procedure to fix any imperfections, the school which was already aware of the strength of her Chaos, was already planning on assigning her to a court should she do well thus wanted her not to be an eyesore, like Aretuza at the same time Eische was also magically sterilized to avoid the unpredictable effects of giving birth to potentially unstable children.

## Eische is charged with exploring the catacombs (1142) ✦

Eische was charged with exploring the catacombs of Gweison Haul by her mentor **Corthiva**. Eische ended up finding a spell scroll for the spell, Essence of Potion in the catacombs of the school. She presented it to her mentor, who saw no reason not to teach Eische, a useful and for the most part harmless, non-offensive transmutation spell.

## Eische makes an ally (1145) ✦

Gweison Haul hosted the mage Xarthisius, Eische went out of her way to make friends with the older mage while studying under him, and the two became friends.

## Eische meets Omdal (1148) ✦

August 25. While with her class escorting a detachment of soldiers due to lack of manpower, the group is attacked by bandits, **Eische** uses her magic alongside **Corthiva** and fights alongside Omdal of Dol Blathanna who happens to get caught up in the battle. The bard and the apprentice mage consider each other acquaintances.

## Eische gains fame by winning a magic duel (1153) ✦

Eische fought the rather skilled and already graduated mage **Jaffald Aep Lylluhm** in a magic duel over a subject in which Jaffald felt he knew more about and was embarrassed when the still apprenticed Eische corrected him. To save his ego, he called a duel, but in the end, Eische came out the victor. He forfeited a Crystal Dog Skull, a useful item that creates an animal of the skull's type that acts as a familiar until its death but can be restored with a ritual that **Jaffald** also taught her. Eische decides to name the skull and the dog it forms 'Garm'.

## Eische's mentor dies in a tragic magical accident (1155) ✦

Eische's apprenticeship ended badly and prematurely as she watched in horror as **Corthiva** lost control of their collective magic, while magically tethered to an angry Eische and ended up obliterated herself, that scene made **Eische** very aware of regulating both her anger and her power from then on.

## Eische's final year at Gweison Haul and her graduation (1156) ✦

After the tragic passing of her mentor, Eishe was assigned to serve as an assistant for her final year to another teacher at the school, the elven sorceress and future Director of Magic at Gweison Haul, Glynnis var Treharne, who signed off at the end of the year on Eishe's graduation and the two became fast friends.

## Eishe is appointed to the Vicovaro court (1156) ✦

After finishing her forced education at Gweison Haul and with her various accomplishments under her belt, Eishe was awarded a commission as a court mage to the duchy of Vicovaro.

## Eishe studies a curse (1167) ✦

Eishe began delving into the workings of a particularly vile curse that has been affecting a family for generations. While she was not successful at dispelling it, her findings grant her more insight into the nature of curses.

## Eishe gains a familiar (1176) ✦

Eishe gained the friendship of a cat (Aravae) that follows her everywhere. She has enchanted the cat with unnaturally long life and intelligence.

## Eishe studies divination (1182) ✦

Eishe spent time delving into the study of divination and clairvoyance. She learned the Oneiromancy Ritual.

## Eishe helps her sister Arrah of Verden (1194) ✦

**Eishe** receives a job to work with a Verdenian mage on a project for a Nobleman, the mage turns out to be Eishe's younger sister **Arrah**. **Eishe** helps **Arrah** out in return for a promise of a favor in the future.

## Eishe was betrayed by a acquaintance and discovers a portal (1204) ✦

Eishe discovered the location of an old elven portal that leads to an old glade in Dol Blathanna, one of her fellow travelers a mage by the name of **Lulbri Aep Brynord** claims the credit for the discovery and tries to get Eishe discredited, he succeeds in the first regard less in the second, he is found later that year beaten half to death, he refuses to name his attacker.

## Eishe spent the decade practicing battle magic training (1210s) ✦

In secret, over the course of the next decade, Eishe trained her body and mind to battle other magic users and resist their power.

## Eishe gained a rival and an ally (1226) ✦

Eishe embarrassed a Nilfgaardian scholar in front of his posse when he tried to verbally attack Nilfgaardian mage Fringilla Vigo, Eishe backed her up, gaining a enemy and a friend at the

same time.

## Eishe takes on an apprentice (1234-1254)

Eishe found a young elf descended Vicovarian girl who was gifted with Chaos, Fopha Brickevrerg. Fopha came from a tiny but supportive family of Academics. Fopha's magic had developed in the form of a small magical trait and expanded from there. One day Fopha figured out how to perform a small magical effect and she quickly showed it off to her family and friends. At first Fopha's family tried to use Fopha's gift for themselves. Fearing the effect it was having on his family, Fopha's father who knew of Eishe through the Court privately contacted her and asked her to take the girl under her wing during her stay at Gweison Haul. Eishe spent 20 years with the girl at Gweison Haul, helping her bring her powers under control and training her to be a mage. After completing her training **Fopha** are in constant communication with Eishe and Eishe on occasion asks **Fopha** to research magical matters for her,

## Eishe owes a favor to the Nilfgaardian noblewoman Iose (1255)

**Eishe of Vicovaro** is framed for a crime and now owes a favor to the Nilfgaardian Noblewoman Iose after she comes to her aid in her case.

## Eishe is temporarily reunited with her long-lost twin brother (1260)

A member of the Vicovaro court Viscount **Raldages Aep Menwim** issued a contract and contacted **Eishe** who used her favor from **Arrah** to scry out a Witcher for the job, to Eishe's pleasant surprise it turns her long-lost twin brother **Adalwulf** who had become a Witcher. **Eishe** assisted Adalwulf with his investigation and eventual extermination of the Bruxa named Vaxemi who was in a relationship with the Viscount.

## Eishe practices armored casting in secret (1261)

After helping **Adalwulf** slay **Vaxemi**, **Eishe** begins practicing her casting while wearing armor, making it easier for her to protect herself with armor while casting.

## Saving Razan of Cintra (1266)

A witcher of the School of the Bear, Razan of Cintra is brought before the court under suspicion of spying. During his time in his cell mumbling to himself, **Eishe** overhears him mention Adalwulf. **Eishe** uses her magic on **Razan** to clear him of his charges effectively saving him from execution, Eishe seeks a private audience with the witcher asking him details and stories about his fellow witcher Adalwulf of Aedirn.

## First Northern War (1262 - 1263)

During the events of the First Northern War, **Eishe** was serving in the Vicovarian court, so she knew about the events of Sodden Hill but had no direct relation to it.

## Second Northern War (1267 - 1268) ✦

**Eishe** was still serving in the Vicovaro court during the events of The Second Northern War but was starting to get worried for the safety of her brother and sister. She started to make plans to insure their safety in the coming war.

## Personality and traits ✦

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Characterized by her secretive personality, **Eishe** was disciplined and unemphatic in the face of emotional matters during court proceedings, but would show manners in situations which required them. Believing in the good of the Empire up until her falling out with them, following that her thought focused on the well-being of her brother.

She was well known in court for speaking frankly with strangers until given a reason not to, this led to her being disliked by politicians but putting her in favor with the duchess. She was also exceedingly talented at keeping secrets and institutionally discerning when to talk and to who. Exceptionally loyal and close to her colleagues in her own way. Rational at most times and dangerous when her anger was sparked. She had an obsessive streak about her twin brother **Adalwulf** who she was separated from during their childhood, almost finding it too hard to contain herself when first hearing news about him, or during her reunion with him when he didn't remember her.

She earned the moniker "The Lady of Steel" through her use of an iron staff, her hard, cold demeanor and her unbending will which was rare among graduates of the Imperial Magic Academy. It was never officially confirmed but one person who crossed Eishe was later found beat half to death by what looks like a staff.

Standing 5' 7" tall, this pale skinned woman has a cold-hearted feel about her. She has piercing gray eyes and long, loose dark brown hair. She looks to be in her late teens but is much older than she appears.

Because of her time in The Imperial Magic Academy she wears rather utilitarian clothing for a mage, believing more in utility than extravagance.

## Additional Information ✦

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### Equipment List ✦

- Iron Mage's Staff
- Belt Pouch
- Crystal Dog Skull (when not in use)
- Makeup Kit
- Journal

## Spell List

Air	Earth	Fire	Mixed	Water	Hexes	Rituals
	Talfryn's Prison		Glamour	Carys' Hail	The Devil's Luck	Oneiromancy
			Summon Staff	Essence of Potion		Ritual of Life
			Telepathy			Create Crystal Skull

## Garm

Has the standard statistics of a regular dog but is subject to the conditions of Crystal Skull.

## Aravae

Has the standard statistics of a regular cat but has a 5 in INT instead.

## Using Eishe

If you include Eishe in your games, it is recommended that you use the [Core Rulebook](#) and maybe [A Tome of Chaos](#) so you can effectively handle her as a Mage.

## Categories



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